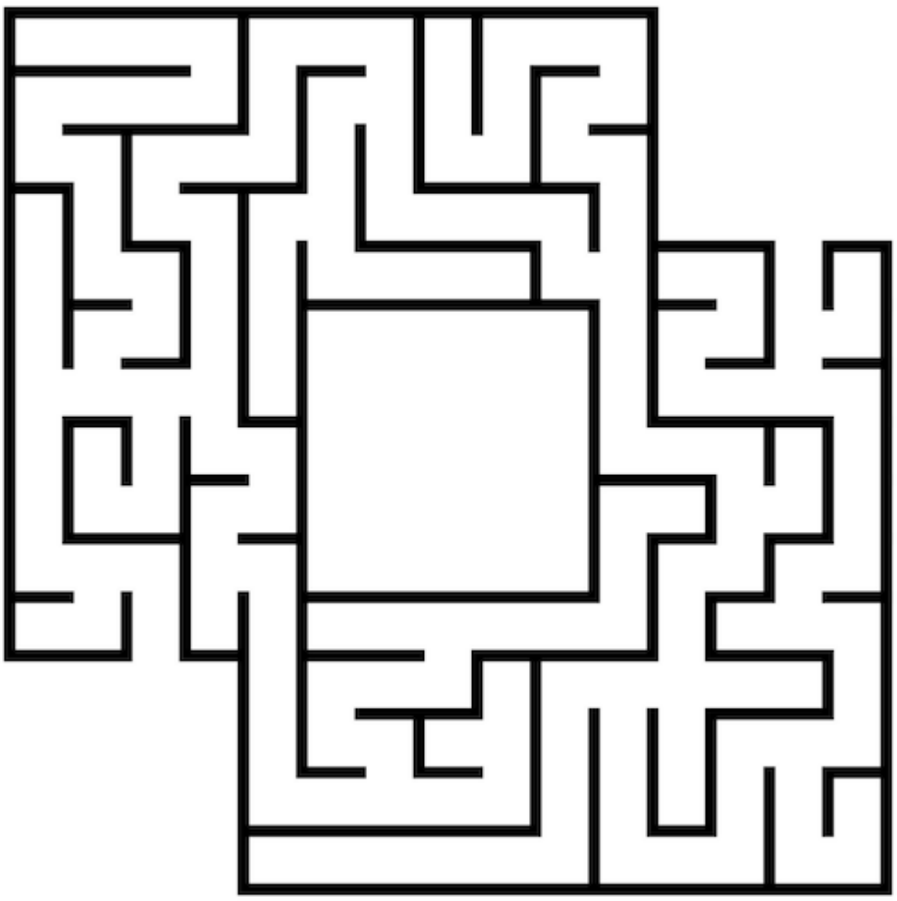
PLUNzLE



A Play by Post Labyrinth Challenge Game

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Red Foliot Games
MMXXV

You have 100 points to build a party of Fighters(F) and/or Magic Users(MU).

Kin/class/str/con/cost

Dwarf/F/30/40/23* Dwarf/MU/30/40/36

Elf/F/25/25/15* Elf/MU/25/25/18

Fairy/F/1/1/1* Fairy/MU/1/1/2

Giant/F/60/60/72

Goblin/F/7/20/6

Gremlin/F/3/4/3

Hobbit/F/5/15/5* Hobbit/MU/4/15/7

Human/F/15/30/9* Human/MU/10/30/11

Leprechaun/MU/3/4/4

Ogre/F/35/40/29* Ogre/MU/35/40/46

Troll/F/50/50/57

KinPower/Symbol/Meaning/Limit

Darksee/‹o›/Warm&CoolPatterns

Path/.../KnowDirection,SeeTrap

Luck/^/Reroll /2perMaze

KinHate (XX) d6strInCombat

Goldsee (0-0) LocateGold/3perMaze

Ally (*A*) AddAllyToParty/35%chance*

*Alignment Based & party must not

attack or the alliance is over.

Hide {- -} /ShadowsCover/75% (no movement)

GhostStep {s} MoveSilent/75%

IgnoreSpell lll Any Spell Or MagicFX 1 per Maze.

Quake xQx Room Occupants Save or Fall*

*Lose Next Turn/Save is 50%/Quake Chance

is 60% 3perMaze.

Immunity/%O%/noFXfromParalyzing Poisons or Magic

KIN POWERS DISTRIBUTION

Dwarf XXGoblin ‹o› /.../

Elf %O%

Fairy lll *A*

Giant xQx

Goblin XXDwarf ‹o› /.../

Hobbit {s}

Human ^^ *A*

Leprechaun 0-0

Ogre ‹o›

Troll ‹o› *A*

Once you build a party add names, sexes, and create notes for a roster and stats and name Party.

Languages: Party members all speak Common and Kin Tongue.

THE MAZE

A dungeon. To keep track, notate Mazes by:

title/level/party

(EX: Menegroth/3/Odins Own)

While imagination informs each player, there are essential Maze game functions in a few features; Rooms, Halls, Doors, Monsters, Treasure and Prizes.

Rooms: One or more are entrances, one is an exit. All other rooms may contain monsters, prizes, treasures, and magic FX. Rooms have 1 or 2 word descriptions. Exits are the only place to Quit a Maze. Upon entering a room there will be the description, any visible doors, and any occupants or magic FX.

Doors: There are different doors and door sizes (size affects party movement through doors). A Door might be unlocked, have a key lock, a magic lock, and often, magically hidden. Upon entering a room, along with the room description, a Party will view the 4 walls of the room and visible doors will be noted with a D followed by direction (e,s,n,w). Blank walls are denoted as follows: [------] The door the party came in is marked with an *.The str of the door is also noted.

(EX: Musty Library. ----,
D/e/small/3*, D/s/large/10,-----.

This means the Party entered from the small east door, which has a 3 str, and can see a larger door in the south wall. The west and north walls of the library appear devoid of doors, but this is possibly due to magic concealment.

Monsters: Most need brief or no description beyond statistics. The term denotes mythical, inimical beings but also any living being encountered. Some have special powers. The symbol for a monster is x::x.

Prizes: Usually magic items. May be cursed. Many kinds but a few that most often are these

Potion of Might (Temporary str increase).

Healing Potion (Restore all con).

Uknown Potion

Magic Sword (+d6 to str in combat) Magic

Armor (adds 10 to con)

Magic Boots (GhostStep like KinPower)

Other Prize powers will be noted.
Treasure: Jewels, Gold and other valuable but non magical valuables that will be acquired from a room, through defeating guardians, finding unguarded, awarded by monsters, etc.

How to Play the Game

Each Turn a player will issue orders. If it is one player/one GM, then orders are posted immediately. In the case of multiple players orders are submitted secretly to the GM, who posts them after all orders are received.

<u>Limits on Orders in a Turn</u>

One "Speak" order.

Any number of "Release" orders. One

"Take" order.

One "Minor Order"

One "Major Order".

Any character may exercise any or all of these in a single Turn unless they are suffering a Turn loss due to Quake, magic FX, etc.

Orders will be calculated and results described. To stay a simple game, nearly all actions germane to a dungeon setting will be confined to these Orders.

Order Explantions

Speak: In quotation marks. 50 word limit. Three [!!!] indicates shouting that carries beyond a room.

Release: Drop a Prize. Written as R, followed by released items. Warning! Some Prizes are actually cursed items and cannot be released in the Maze upon being picked up. Only leaving the Maze or perhaps the use of certain Prizes or other magic FX elsewhere in it can free the character of a cursed item.

Take: Pick up a Prize in a room. For game purposes, the presence of a Prize in a room will be noted but its nature and description are not revealed unless it is successfully taken. This a matter of contest, obviously. When issuing the order, the player allocates a number of str points to the attempt. In a single player game some monsters will also allocate str to take a prize; in multiplayer games, more than one player may issue a Take order for their character(s). It goes to the character who allotted the highest str points. In the case of a tie flip a coin or throw dice. Upon taking a Prize the owner will be informed as to its nature and description. Note that a take order can also be issued between two characters controlled by the same player without needing a release. Prizes carried by a character cannot be known except by magic and cannot be taken, excepting characters who are asleep. Written as a T, followed by Prize.

Minor Orders:

Use Prize, written as U followed by the Prize. Some prizes are not single use, and need no Use except when first taken in a game, like magic swords, armor etc. No Prize may be used in the same Turn in which it is first taken. A Use order is the only Minor Order available to Fighters.

Eye of Merlin: A minor magic spell needing no preparation. Reveals attributes, actions, prizes, and location of a character or monster. As a spell of clairvoyance, it is not necessarily limited to the room the MU is in; the MU can spy these things anywhere in the Maze provided he has already been in their presence and "knows" them. It is limited to a character or monster and does not permit remote viewing of the Maze at large or unentered rooms. It does not require the use of str points, but allocating str points may last for 1 Turn + a Turn for each str point used.

Knock Knock: A minor magic spell that will reveal all hidden doors in a room. The number of Turns they remain visible (and thus passable)

is 1 Turn, plus a Turn for each str point allocated. No preparation required.

Bar the Way: a minor magic spell that enchants a door so that it cannot be opened for a number of Turns equal to allocated str points, plus 1 Turn. No preparation is required.

Open Sesame: a minor magic spell, needing no advance preparation, it will bypass any door affected by the previously mention "Bar" spell. The door will open sooner than otherwise by a number of Turns equal the str points expended upon the Open Sesame order, plus one Turn bonus. (Example: a door which another MU barred using 8 str points which another MU uses this spell on will open in 2 Turns instead of 8.)

Major Orders:

These fall into three classes:

Major Magic, Combat Orders, and Other Major Orders.

Only a MU can issue Major Magic orders but any character can give Combat and Other Major Orders.

Prepare Spell: All major spells require 1 Turn to prepare-casting the spell is a separate order. Prepare Spell requires the use of ALL of the original str points of

the MU (the score they started the game with) and this is true of all major spells. Likewise true of major spells: str points gained by a Potion of Might are not lost to them. Once prepared, the spell can be loosed at any time thereafter. A MU can only keep

one prepared spell in reserve- if he or she prepares a new spell, then the first one fades away until it is prepared again later.

Ethereal Shock: this spell channels a blast of energy through the MU from the Ethereal Plane. The target takes hits to their con score equal to the original str of the MU. No damage can be deflected by any defense, unless by means of some Prize.

Fireball: This major spell is ideally cast through a door into a room adjacent to the one the MU is in. In that case, every living soul(or the undead) in that room takes 10 hits to con, excepting certain monsters or some Prize that might bestow fire immunity . There are four instances that can cause a MU to fail to get the Fireball through the door. These are 1- The MU does not specify a door 2- the specified door becomes or remains locked or invisible by the end of the Turn. 3-Bad luck and poor aim can thwart the MU for game reasons and 4-the MU is insane. In the next room or the one the MU and Party is in, a Fireball is the same bad news its always been!

Sweet Dreams: An enchantment that causes its target to fall asleep. It is not a guaranteed success but has a 75% chance of working. The MU who casts it or anyone they wish can then reveal, and take, any or all Prizes from a character who is asleep. Any monster or character can be instantly dispatched if so desired, though it should be noted that some monsters and perhaps certain Prizes have immunity to the enchantment.

These major spells are beginning game spells. Other spells may be acquired in lower and more dangerous Mazes.

Combat Orders

Attack: Physically attack a target. The player allocates str points desired to the order. An attack can be mitigated in whole or in part by the targets defense.

Ambush: this order puts a character in a prepared state by any specified door. Anyone who comes through that door will be subject to ambush. This in effect a free attack and requires no order. The attack will still need the allocation of str points. Ambush must be maintained; if a new major order conflicts with it, like
casting a spell, the Ambush is abandoned. If more than one character comes through the door, throw dice to determine target. If more than one person or monster do come through the door, the determined target cannot be helped by any Defend order (q.v.).

Guard: similar to Ambush, a character is "on guard" over something or someone- even his or herself-and will attack if anything is done to affect the thing under guard. As with Ambush the attack is free, but attacker must still allocate str points for it and his or her target can still be helped by a Defend Order.

Defend Order: this allows the character giving the order to shield and protect another by taking some or all of the blows against the protected by allocating str points. The defender will take a number of con hits equal to the points spent. As a major order, its use negates any further major orders, magic or otherwise, so Defend must be viewed as a strategy that is either sacrificial ("I kind of like our party Gremlin, he needs to stay among us") or a matter of extreme pragmatism ("I don't care for that mage but we can't really get by in this Maze without the old mumblecrust").

Other Major Orders

Jimmy a Door: this order is the application of str points to force open a locked door. It does cover doors with key locks, although for game reasons some key lock doors simply cannot be opened without a key. The order also extends to doors enchanted by a "Bar the Way spell, though it is not as effective as the spell "Open Sesame" which requires no str points and also because it cannot be used against any door that has a str exceeding a character's original str score.

Quit: leave the Maze. It can only be issued in the exit room. Quitting the Maze is both sweet and bitter; upon leaving, all XP gained in the Maze can be applied to improve character statistics,

but the character must Release all but one of the Prizes he or she took in the Maze. One and only one choice of a Prize must be made. There is a fortunate exception to this rule: a Prize taken from a Maze can be carried into the next one, and need not be released ever again unless the player desires to do that. Any cursed items a character got stuck with in the Maze can be shed upon quitting it.

Sequence of Events

It appears arbitrary but serves game purposes and makes an initiative rule unnecessary. Orders are executed in the following sequence:

1 – Minor Magic and Jimmy a Door 2 -

Release Prizes

3 – Take Prizes

4 – Combat and Ethereal Shock 5 -

Sweet Dreams

6 – End Phase 1 Movement

7 – Begin Phase 2 Movement

8 – Bar the Way takes effect. 9 –

Fireball

10 – Use Prizes

11 – Prepare Spell

12 – Quit

Movement

Phase 1 Movement is related to movement upon immediately entering a room. It is not merely about where a character wants to go or stand; it is inherent in certain orders. To jimmy a door means a move to that door, for example. Complex tactical rules for movement are not used here, such as range or rate of movement.

Movement is also a concern when using a door to leave a room. Door sizes dictate how many characters can use a door in a Turn and as previously mentioned only those using the highest str points go first. If a character fails that contest in Phase 1 Movement, they can have a chance in Phase 2.

Bar the Door and Open Sesame spells can be cast while moving through a door, taking effect in the normal sequence in the room left behind. These will not prevent anyone from following the MU on the same Turn of their casting, friend or foe. It also does not negate a Fireball cast on the same Turn following after, either!

Experience Points

XP is used to increase statistics. For every 1000 XP gained, a player throws a six sided die. This gives them a number of points to allocate to str or con. The player can allocate to both if they have more than 1 point.

XP from a Maze is equal to str of monsters or characters vanquished and any treasure and Prizes taken from there. Records should be kept if only as scribbles as there are some stipulations.

To gain full XP from beating a foe, a character must lay claim to doing it alone. If aided by other hits from the party, it must be divided evenly among combatants.

To dispatch a sleeping target is not especially chivalrous but regardless of such consideration it yields but half normal XP.

All monetary treasures found will have XP value equal to any treasures value in Gold Sovereigns (G.S.).

Finally, Prizes all have their own XP values scaled to their powers. XP is awarded for Prizes to the one who takes the Prize. Released prizes have no XP value, and that is also true with a prize taken from some who is asleep.

Alignment

There are three: Law, Chaos and Neutral. They do govern roleplaying but have more practical effect in the use of the KinPower "Ally", as mentioned in the KinPowers. Certain Prizes also require a certain alignment to use and is also a consideration in some cursed prizes and magical FX.

This is the end of these rules.

They are designed to be suited to minimalist style Play By Post games on online bulletin boards and forums but could be adapted to e-mail... or even snail mail! Long ago, people did play such games out of their mail box.

The rules are deliberately simplistic but offer a surprising range of choices to the thinking player.

There is room for party intrigue and conflict if more than one player is involved. Its unwise to have infighting as a rule, but sometimes characters may throw down owing to conflict, curses, and sometimes plain greed.

Fun tables and matrices are planned to be appended to these rules, along with town and wilderness rules. But what you have read herein (thank you for the time and patience) is all you need.